# Creative Career Paths
# Video Game Production and
# Engineering Resources

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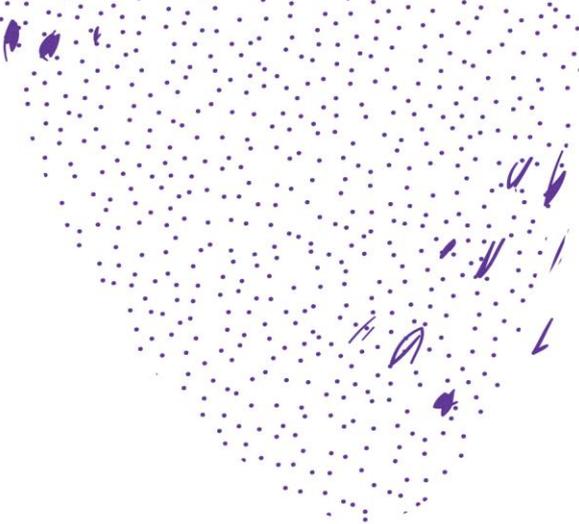
# Library Resources

Use these LA County Library resources and services to help you explore skills and techniques for video game production and engineering.

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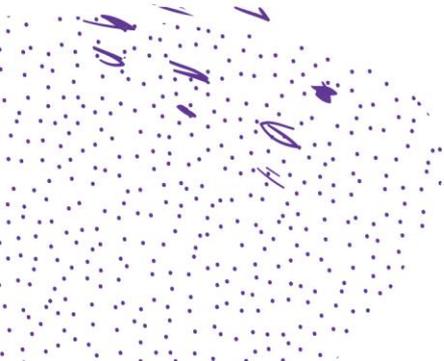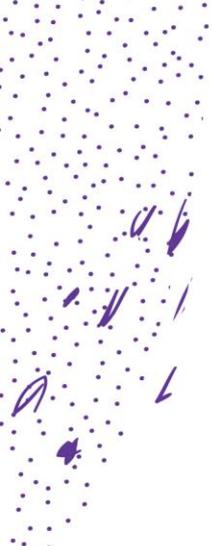
# Online Learning
## LACountyLibrary.org/learn

**Linked in LEARNING**

Free access to Linkedin Learning with your library card to online classes, such as:

- Careers in the Game Industry

- Develop Your Project Management Skills Learning Path

- Become a C++ Developer Learning Path

- Become an Asset Artist for Games

- Unreal Engine Essential Training

- Unreal Engine Lunchtime Lessons

- Game Design Foundations 1: Ideas, Core Loops, and Goals

- Game Design Foundations 2: Systems, Change, and Strategy

- Game Design Foundations 3: Pitch, Propose, and Practice

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# Books
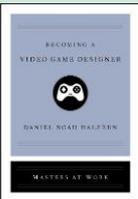
**Becoming a Video Game Designer by Daniel Noah Halpern**
Becoming a Video Game Designer takes you behind the scenes to find out what it's really like, and what it really takes, to become a video game designer.
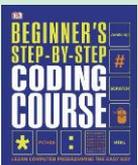
**Beginner's Step-By-Step Coding Course by DK Publishing, Inc.**
Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach.
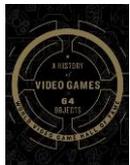
**A History of Video Games in 64 Objects by the World Video Game Hall of Fame**
Sixty-four unique objects tell the story of the video game from inception to today. Pithy, in-depth essays and photographs examine each object's significance to video game play--what it has contributed to the history of gaming--as well as the greater culture.

**Ask Iwata: Words of Wisdom from Satoru Iwata, Nintendo's Legendary CEO by Satoru Iwata**
Drawn from the "Iwata Asks" series of interviews with key contributors to Nintendo games and hardware, this book offers game fans and business leaders an insight into the leadership, development, and design philosophies of one of the most beloved figures in gaming history.
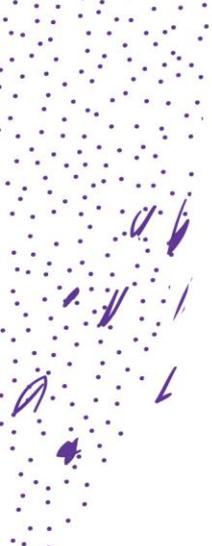
# Library Services

- **Laptop & Hotspot Loan Kits**

  LACountyLibrary.org/express-service

  Check out a kit with a Chromebook and wireless hotspot to access the internet, from select locations. Borrow for 3 weeks, with the option to renew, if available.

- **Work Ready**

  LACountyLibrary.org/work-ready

  Borrow a laptop and wireless hotspot kit for 6 weeks from participating libraries, receive special support items to aid in the job search process, and attend weekly virtual events covering topics ranging from writing cover letters and interviewing to identifying high-growth careers and working from home.

- **Digital Library Card**

  Catalog.LACountyLibrary.org/custom/web/registration/index.html

  Receive immediate free access to LA County Library's online resources, including eBooks and audiobooks, movie and TV streaming, and music downloads. Gives the ability to place holds and check out 3 physical items at a time. Digital Cards cannot check out a Laptop & Hotspot Loan kit.

- **Films on Kanopy**

  LACounty.kanopy.com

  On-demand streaming film service with over 30,000 films from independent filmmakers, documentaries, Great Courses, art films, and more. Play up to 10 films per month for free with your library card.

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# Video Game Industry Online Resources
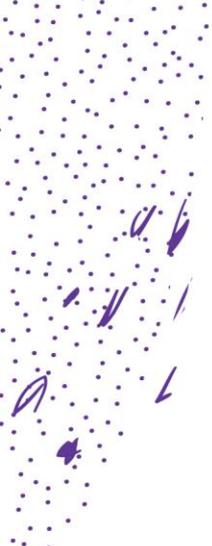
# Industry Resources
## Professional and Networking Organizations

- GameDeveloper.com
  Publishes news posts on current events and developments in the game industry alongside regular, in-depth features and interviews exploring many different aspects of game development and the diverse individuals that make up the industry.

- Game Developers Conference
  A week-long celebration of the art, craft, and business of game development and represents a unique opportunity for developers to get up to speed on advances in the field. Attendees include programmers, artists, producers, game designers, audio professionals, and business leaders. The next conference will be held March 21-25, 2022 in San Francisco and will have robust virtual offerings.

- Stack Overflow
  Public platform is used by nearly everyone who codes to learn, share their knowledge, collaborate, and build their careers. Their products and tools help developers and technologists in life and at work.

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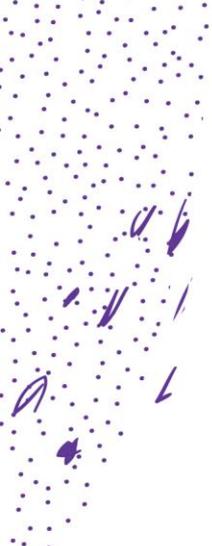
# Industry Resources
## Guides and Advice

- How to Get a Job in the Games Industry by GamesIndustry.biz
  A guide that covers every key discipline in the games industry, from level design to games journalism, programming to marketing, and everything in between. The guide shows some of the most popular career paths, but is updated regularly to cover more topics.

- Guide to Starting an Open Source Project
  When a project is open source, that means anybody is free to use, study, modify, and distribute your project for any purpose. Open source is powerful because it lowers the barriers to adoption and collaboration, allowing people to spread and improve projects quickly. Learn more about the world of open source and get ready to launch your own project.

- The Beginner's Guide to Open Source, Part 1: How to Start Contributing to Open Source Projects
  Have you ever wanted to contribute to an open source project, but didn't know where to start? Most modern software developers depend heavily on open source tools and libraries. This is part one of a four-part series on getting started with open source projects.

# Industry Resources
## Professional Development Programs

- Generation Google Scholarship
  Established to help aspiring students pursuing computer science degrees excel in technology and become leaders in the field. Selected students will receive $10,000 USD (for those studying in the US) for the 2022-2023 school year. It is awarded based on the strength of each candidate's commitment to diversity, equity, and inclusion, demonstrated leadership, and academic performance. This year's deadline to apply is December 10, 2021.

- Girls Who Code
  Nonprofit organization which aims to support and increase the number of women in computer science by equipping young women with the necessary computing skills to pursue 21st century opportunities.

# Industry Resources
## Learning and Practicing Code

- **Scratch**
  A free platform where you can program your own interactive stories, games, and animations, and share your creations with others in the online community. Scratch is designed especially for ages 8 to 16, but is used by people of all ages.

- **Swift Playground**
  A free educational tool and development environment for the Swift programming language developed by Apple to build apps. The app is available for iPad and Mac and required no coding knowledge.

- **Unreal Engine**
  A popular and widely-used game engine, that you can download for free, with a complete suite of creation tools for game development, architectural and automotive visualization, linear film and television content creation, broadcast and live event production, training and simulation, and other real-time applications.

- **Unreal Engine Online Learning Courses**
  A free learning platform that offers hands-on video courses and guided learning paths.

# Industry Resources
## Learning and Practicing Code (cont.)

- **Learn Unity**
  Unity is a 2D/3D engine and framework that gives you a system for designing game or app scenes for 2D, 2.5D, and 3D. This website has over 750 hours of free live and on-demand learning content for using Unity in game development, for all levels of experience.

- **Code Academy**
  Free online interactive platform for self-paced learning of different coding languages, for all levels.

- **Hackr.io**
  Aggregates courses from many providers to make it easy to find the best coding and software programming courses on almost any subject, wherever they exist on the web. Hackr.io lets learners identify the most suitable course of their choice by allowing them to filter courses by fee, course type (video/ebook etc.), spoken language, course reviews etc.

- **LeetCode**
  A web platform to help people practice their coding skills to expand their knowledge, and prepare for technical interviews.